

Marty Martinson in...



Disclaimer

This game's main idea is to blend the fairytale/cartoon worlds and the paranoia/conspiracy feel of American 1950s-1980s. It contains lots of references to the epoch: from Wilhelm Reich's orgone technologies to the 1951 version of "Alice in Wonderland", and from occultism to mind-altering drugs. Basically, think of it as "The Illuminatus!" meets King's Quest 7. During the course of the plot the main character discovers two groups of cartoon creatures, the "goodies" (leprechauns, cartoon animals) and the "baddies" (werewolves, vampires, clowns, etc.), who secretly control the lives of humans (similarly to the Illuminati and the Discordians from R. A. Wilson's series).



Synopsis

This game tells the story of Marty Martinson, an ordinary diner employee from the city of New Misterio. One evening he receives an invitation to a party hosted by the enigmatic Louis DuMongue. Once there, he drinks some strange (probably hallucinogenic) booze called “Emknird” (“Drink me” in reverse), which makes him believe that he is a secret agent on some kind of a mission. Guided by a (probably imaginary) cartoon creature called Whiskey, he goes on a weird trip (in both senses of the word) through the dark underworld of New Misterio.

Main characters

Marty Martinson



A stereotypical nerdy adventure game protagonist reminiscent of Bernard from “Day of the Tentacle”, a down-on-his luck employee of the “Croco’s Diner”, and also an avid noir movie fan. He’s also a beginning weird story writer, but by now, none of his stories saw the light of the day. One midnight party completely changes his life, throwing him into an adventure of his life, involving mafia, occultism, ancient legends, and surreal cartoon creatures. Is Marty just dreaming, having fallen asleep on a park bench after the party? Or perhaps the drink was actually a psychedelic drug, and he is now delusional? Or maybe (just maybe) there really is something bigger behind this all?

Julia Silverstone



This red-headed lady is your typical femme fatale of the noir genre, and the dame of Marty’s dreams. He is eager to be her knight in shining armor, but she seems to have some agenda of her own.

Louis DuMongue



A French-born aristocrat and millionaire, he is among the richest New Misterio citizens. His mansion is designed after “Alice in Wonderland”, and he frequents a local club known for its... how to put it gently, dubious reputation. For some unknown reason he seems to be interested in Marty. Is he just a harmless rich eccentric, or is there something more sinister behind that surface?

Countess Minnie von Ravenstain



A villainous Countess from Eastern Europe (presumably Romania), she is interested in the occult studies and rumored to have criminal/underworld contacts. She owns a club for rich clients... a very particular brand of rich clients, like Louis Du Mongue. She has a zombie-like henchman called Frank. She is suspected of robberies, counterfeit, and bloodsucking (in both senses of the word).

Boogey Man

A mysterious, cigar-smoking, Satan-like figure who appears at various moments, giving Marty cryptic clues. His appearance reminds that of crime lords from pulp fiction, his face is never seen. He is ultimately revealed as the main antagonist of the story, the one pulling all the strings.

Whiskey, Marty's toon sidekick



A cartoony sidekick, he could be a hallucination induced by "Emknird" (as a variant: he lives inside Marty's typewriter). He helps Marty on his quest by giving him hints and items. Through the game he serves as a "Hints & tips" system for Marty.

Intro

The intro begins with credits in some noir/thriller style. Then we get a shot of Marty's diner ("Croco's") in the dark, like this:



Marty's voice begins:

"Hello, my name is Marty, Marty Martinson, and I want to tell you one of a thousand stories that happened in New Misterio, the city where almost everyone has their own skeletons in the closet, the city where you can always smell a faint scent of danger in the night air"

(some noir-style monologue, could be reworked)

Then we see the inside of the diner, and Marty standing behind the counter. His coat is hanging near the exit, and we see that someone's hand places a paper inside.

As Marty leaves the counter, another guy comes to replace him.

Marty's voice: "This is Jack, he's been working here for only a month, but we've almost become friends

by now"

Marty: Hi, Jack. What's up?

Jack: Nothing particular, everything as usual. Care for a drink?

Marty: Sorry, I think I need a rest after that evening's shift. There's been a helluva lot of bikers and drunk teenagers.

Jack: Gotta read yet another one of your weird stories? Say, Marty, do you really believe in all this? That there are some mystical creatures, secretly controlling our lives?

Marty: Who knows, Jack, who knows...

As Marty leaves the diner, he finds the paper in his pocket.

Marty's voice: I couldn't believe my eyes. It was an invitation to a party hosted by Louis DuMongue himself. This man is a living legend of New Misterio, an aristocrat and millionaire known for his eccentricities. I couldn't think of any relation between me and him. But anyway, I thought, why not, after all?

We get a close-up shot of the invitation, with an image of the DuMongue mansion. The image turns into a close-up of the mansion, and we see Marty approaching it. The butler opens the door for him and leads him through the corridors (the opening cutscene is somewhat similar to Pink Panther: Hokus Pokus).



The room where Marty comes is designed after Alice in Wonderland, and there's a bottle on the table labeled "Emknird". Marty drinks from it and collapses, then we see the title screen.

Act One: Caught in the Act

The DuMongue mansion

Marty lays unconscious on the floor, there's distant noise of a party. Marty wakes up.

There's some sort of dessert on the table (ice cream pile? Jelly?), labeled "Emtae" ("Eat me"). Interact with it, and Marty's toon sidekick pops out.

Toon sidekick: Hey, wake up and shine, Marty!

Marty: WHO ARE YOU??

Toon sidekick: Oh, Marty, that's even rude, speaking to an old friend like this. At least I hope you haven't forgotten about your mission.

Marty: Ugh... What mission?

Toon sidekick: Head to the diner where you're currently working as a cover, you'll find further instructions here.

Marty: Where exactly?

Toon sidekick: Use your gray matter, Marty. Prove me that alcohol hasn't destroyed it yet.

A message is sent:

"You're being watched. Go out through the backdoor. A car will be waiting outside"

Marty: Now what was that?! I'm afraid that booze was far stronger than I could have expected. I even don't want to think about its contents. Marijuana flavored soda anyone?

The whole mansion is done in some surreal/psychedelic style, probably "Alice in Wonderland" as well.

There's a glowing vinyl record somewhere in the mansion, as well as a gun. You should take both.

LOOK AT GLOWING RECORD CASE: Wow, that's "Cotton Candy Blues", the legendary cursed vinyl record by Jimmy Stickers, a 60's rock & roll star who mysteriously disappeared in 1972. It was rumored that he sold his soul to Satan, and anyone who listens to the record would wind up in another dimension. I wonder what is it doing here...

PICK UP GLOWING RECORD CASE: Alright, this might come in handy.

GO OUTSIDE

A typical yard of a rich house: a fountain with a statue, a garden and some cars parked here. There's a Cadillac among them. You can find the key to the Cadillac somewhere in the mansion.

LOOK AT CARS: Hmm, now that's really strange. The cars are still here, but the house seems empty. It just doesn't feel good to me.

GO DOWN THE STREET: Afoot through the night city? Right after three glasses of Chablis and two glasses of beer? Bad idea, forget it.

OPEN CADILLAC'S BOOT: A wrench, a screwdriver and a flashlight. How handy!

USE KEYS ON CADILLAC: Well, stealing doesn't feel good to me, but neither does getting drugged. And I already AM drugged (cut to the city map)

There are three icons on the city map for now: the DuMongue mansion, the diner, and Marty's flat. You may go to Marty's flat, but the angry landlord wouldn't let him in until he pays the rent. Drive to the

diner.



Cutscene



Two men sitting in the “Croco’s”, a 60’s style-diner. One looks like a pretty ordinary young guy in his 20s; the other is hidden in the shadow, so the player can’t see him.

Shadow man: So, Michael... What have you brought me this time?

Young guy: Something really interesting... I hope this time it’ll be okay.

Shadow man: Let me see... (Michael takes out a book, the Shadow man flips through it) Damn, it’s fake, they fooled me again! Now go and bring me the real one!

At these words, a waiter comes by. His face is not seen by the player either.

The waiter: Excuse me, sir... Did you want anything?

Shadow man: Yes, the bill, please (the waiter leaves and brings the bill).

Shadow man: Thank you (the waiter leaves).

Young guy (a bit shyly, yet trying to sound confident): But boss... I've risked my life numerous times to get you this item. Don't I deserve the payment?!

Shadow man: Hmm... Maybe you're right, Michael. Of course it won't be the promised 500000 \$, but I think you really do deserve...something. Just let's get out, I don't like these people peeking at us.

He places the money and gets up. As they walk out, the player hears the sound of a gunshot.

Croco's Diner



There's a crocodile figure standing outside of the diner.

GO INTO CROCO'S (Marty comes closer to the door and looks inside): "No-no, Mary is at the counter now. She'll surely see me, I have to find another way"

Go into alley, and you'll find yourself in the diner's backyard. You can see a garbage can and an "Employees only" door here.

OPEN DOOR: "It's locked, just as you would expect from an "Employees only" door in the backyard of a diner. I've always wondered why don't I have the key; I AM an employee, after all!"

Open the garbage can, and a toon creature looks out of it.

Toon creature: Hey! Who're you working for?

Marty: Erm... Nobody, I'm Marty Martinson, from the diner.

Toon creature: Now don't play tricks with me! Are you with the Illuminati? These bastards stole my sandwich last week!

Option 1: No, I'm with the Liquefactionists.

Answer: I'm not really into politics, buddy. Breeze off, or you'll end up in a Chicago overcoat.

Option 2: No, I'm a worshipper of Erida. Heil Discordia!

Answer: Oh yeah? Name at least one of your saints.

Marty: Umm... Gruad the Greyface?

Toon creature: Nice try, go read Principia Discordia and try again.

Option 3: Nope, I'm just your ordinary templar.

Answer: What do you want from me, then? You need a clown or a pixie.

Option 4: Whiskey sent me.

Toon creature: Ok, you could have said so earlier... I was asked to give you this, it will help you on your investigation (hands Marty the backdoor key). Good luck, buddy, and keep your powder dry!

(hides back into garbage can)

OPEN GARBAGE CAN: "There's nobody here. Not any longer, at least..."

Open the door with the key, and you'll get into the kitchen.

There's a sound of merry music coming from inside the fridge. OPEN the fridge, and the music suddenly stops. There's a large strange-looking birthday cake inside.

LOOK AT CAKE: "I remember reading a story which involved a very similar cake, in one of my horror magazines... It was about a boy called Jimmy. Jimmy has been waiting for his 12th birthday for almost a year, since his parents promised to buy him a new pair of roller-skates. It truly was magnificent, with lots of balloons, a beach party with a company of friends, the first roller skating ride...and a creepy clown who brought him a weird-looking cake. Jimmy thought it a sick joke, though neither his parents nor his friends confessed. He put the cake in the farthest corner of his room and completely forgot about it. About 2:00 at night he's awakened by screams and laughter, and in the dark he sees many red eyes peeking at him from the corner. Little does he know yet about what will be the scariest birthday of his life"

PICK UP CAKE: "Pick up THIS?! Eww, no..."

LOOK AT CARDBOARD BOX: A cardboard box. Exactly the one of THE CAKE.

LOOK AT CARDBOARD BOX (2): On close examination, there's a small export label on it.

PICK UP EXPORT LABEL: Can't take it off, it is stuck.

USE BOOZE BOTTLE ON EXPORT LABEL: That's the most screwed up idea I've ever heard. But as boss says, "you're the most screwed up employee we've ever had". So...let's try (pours liquid on the label)

Well, eureka! It works! (takes off the label)

It says: "Ice cream factory "Mad Clown Inc.""", and it's in the darkest and creepiest part of the city. As reluctant as I may be, something tells me I should pay this place a visit (an ice cream factory icon appears on the map).

Also, pick up a potato.

GO TO HALL (Opens the door outside): Damn, Mary's still here! I'd better lure her out somehow, or I'll never be able to find that message.

There's a third door, which leads to the fridge room.

GO TO FRIDGE ROOM



PUZZLE

We can see about nine different fridges here, you can try to open each of them. Once you open one of them, another one opens (if there are other closed fridges) and another closes (if there are opened ones). Your task is to open all of them. They may have some strange and/or funny objects inside. Once you open all of them, they begin to defreeze and leak all over the floor.

As Mary runs to the kitchen, Marty quickly gets out (automatically). Then walk back to the front door and get inside the diner. It is empty.

"Seems like today...or tonight is my lucky night. Better find this assignment before anyone comes here"

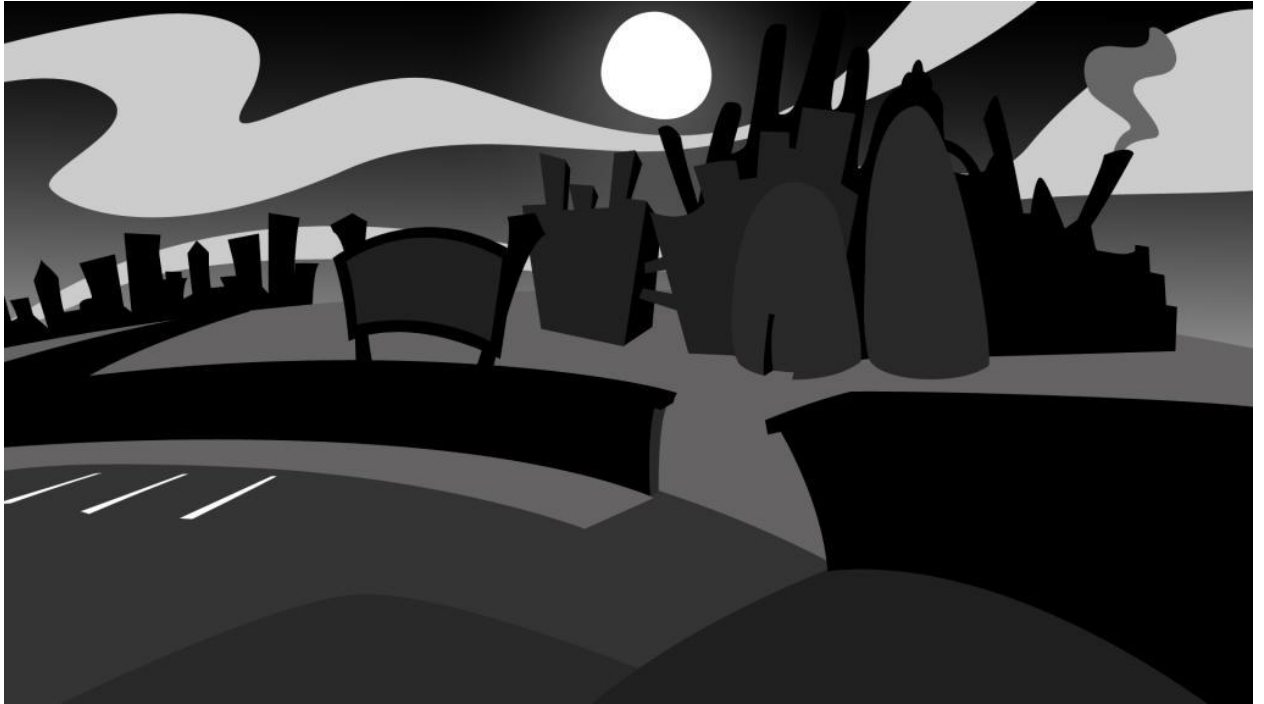
Suddenly, the light goes off.

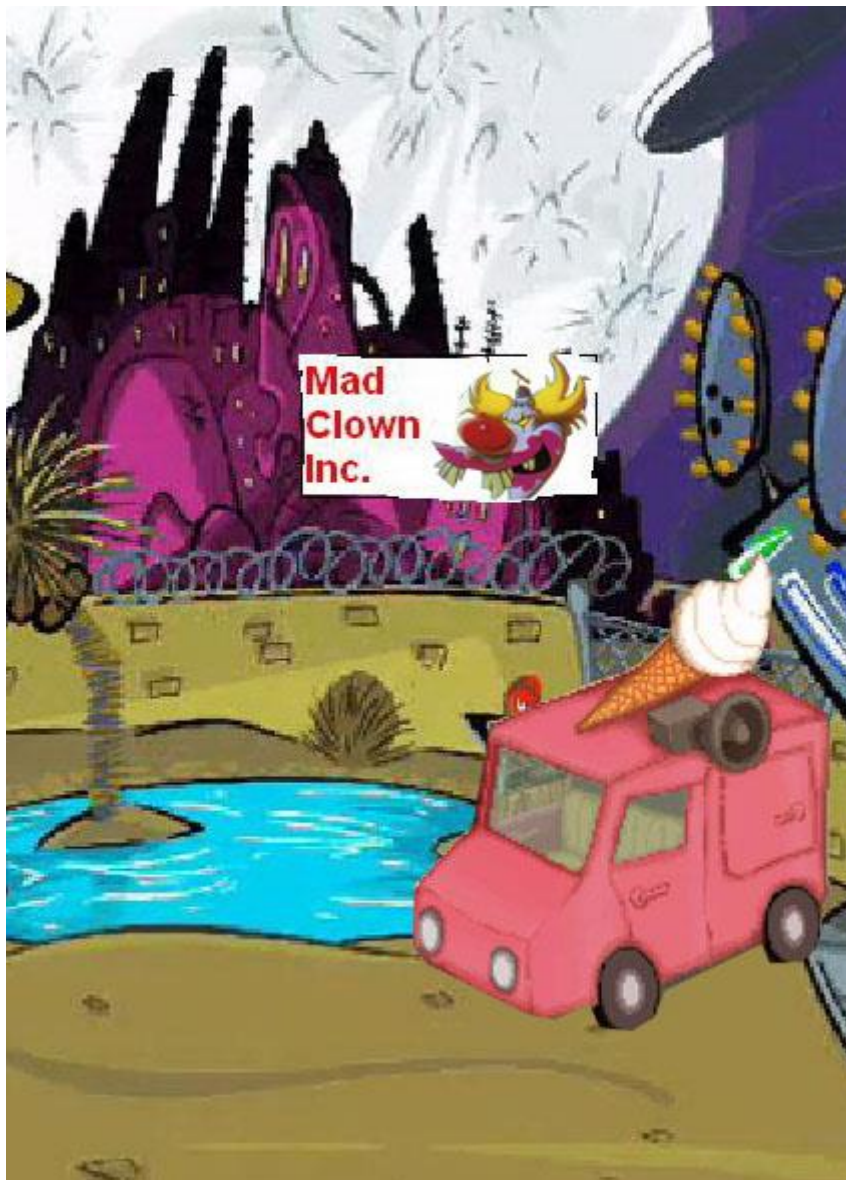
“Wrong guess, Marty. Mary must have accidentally turned off the lights. And what now?”

You can try to use the flashlight, but there are no batteries inside, and you cannot find them anywhere (a red herring like the saw in Maniac Mansion).

Instead, go outside and drive to the ice cream factory.

Ice cream factory “Mad Clown Inc.”





It's raining and probably storming outside of the building. The factory is locked, and you need a key card to get inside. There's a huge glowing sign on the building saying "Mad Clown Inc.", with an image of a clown, and an ICE CREAM TRUCK near the building.

LOOK AT ICE CREAM TRUCK: "Hmm... An empty truck in the middle of night... My intuition tells me there's something fishy about this"

LOOK AT ICE CREAM TRUCK (2): "I think I can hear something from inside... Some champing and giggling..."

OPEN ICE CREAM TRUCK: "Damn, it's locked. Why isn't there a crowbar when you need one?"

Use the WRENCH on the NEON SIGN, so that Marty would climb on it and screw out a LIGHT BULB.

Climb down, get back into the car and drive back to the diner.

Diner

Go inside and find out that Mary hasn't yet fixed the lights. You'll have to turn on the backup power.

USE SCREWDRIVER ON FUSE BOX (the fuse box opens):

Then you'll have to solve another puzzle to connect the wires in the right order (perhaps a Jigsaw or a 15 puzzle). After you do this, you notice that one of the light bulbs is missing. Inside, there's a socket.

USE LIGHT BULB ON SOCKET

The light turns on, and you can look around the entire place to find the assignment. There are several empty tables there, including the one where the two men were sitting.

LOOK AT DINER TABLE (every table except that one): "Hmm, there's nothing here"

LOOK AT DINER TABLE (that one): "Yet another table... Wait, there's something about it that makes me feel uneasy"

LOOK AT DINER TABLE (second time): "I'm not kidding, it's making me feel afraid... I'm not coming any closer"

LOOK AT DINER TABLE (third time): "Alright, let's take a look"

(Comes closer)

"Oh my, this just can't be... There are blood traces on the cushion. This really freaks me out. I won't even try to figure out the whole story behind this... Let's get out of here as soon as possible, you understand me?"

LOOK AT CASH REGISTER: That seems to be the only place I haven't checked yet...

USE GUN ON CASH REGISTER: "Ok, my nightly escapades would get me fired anyway, guess I have nothing to lose. So...let's play Lucky Luke and take down a bank or two"

(Marty puts on a hat, takes out a gun and shoots the cash register)

A secret compartment with an envelope opens up.

Marty: "Bingo!"

PICK UP THE ENVELOPE

As soon as you do this, Mary returns. You have to quickly get outside.

OPEN ENVELOPE: "A photo and some money inside. WOW!!!" (reaction could be shown by an animation of Marty with hearts in his eyes)

There's a beautiful red-headed lady on the photo.

"Now I must tell you... I'm literally in love with this assignment"

LOOK AT PHOTO: "Mrs. Julia Silverstone. Address: Wilkinson road, 16, the Plaza hotel". (A hotel icon appears on the map)

Drive to the hotel.

Cutscene

A guy and a girl are having a midnight walk through the park.

Girl: What a lovely night...

Guy: Yeah, didn't I tell you it would be absolutely safe? No bullies or drunk teenagers, even no monsters, haha!

Girl: Hey, look, an ice cream truck. Could you buy me a snow cone, Larry?

Guy: Sure, but it seems empty. That's weird...

Girl: Look, Larry, a rat!

Guy: I see... And another one! There's a whole bunch of them!

A creepy clown gets out of the truck and puts chloroform-soaked cloth on their faces. The next thing we see is him driving away, the guy and the girl tied up at the pillion.

Hotel

A reception with an old housekeeper behind the desk. A nice lounge theme is playing.

TALK TO HOUSEKEEPER:

Housekeeper: Good evening, son.

Marty: Hello.

Option 1: I'm looking for Mrs. Silverstone.

Answer: We don't give any information about guests. Privacy policy, you know.

Option 1.1: But I know she is here. I only need the room number.

Answer: Sorry, I do not have the right to tell you this.

Option 1.2: But I do have a photo of hers.

Answer: Ah, now I understand, he-he. Well, you shouldn't drag me into this. My advice: wait until she comes outside and talk her into a rendez-vous.

Marty: WHAT?! You got me completely wrong, I...

Housekeeper: Don't try to fool me sonny, I'm not as silly as you might assume from my age.

Option 1.3: Ok, no means no (return to the main branch).

Option 2: I would like to rent a number.

Answer: What's your name, sonny?

Option 2.1: Martinson. Marty Martinson.

Answer: Oh, there's a nice room for you. The bed may shake a bit, but don't stir in it. He-he.

Marty: Alright, how much for it?

Housekeeper: Sorry boy, just kidding. We don't have any rooms.

Option 2.2: My name is Marty Martinson, and I'm a top secret agent (what he really says is "My name is Marty Martinson, and I'm a top secr...uh...diner employee")

Answer: Oh, that's funny, son. You look more like a tax inspector. No free rooms, I'm afraid.

Option 2.3: Just call me Marty.

Answer: Sorry, everything is already booked.

Option 2.4: Forget it (return to the main branch).

Option 3: What is it like, working as a housekeeper in such a nice hotel?

Answer: Trying to flatter me, eh? Well, nuttin' specific, just customers, customers, and customers all day. Makes me think about my old days when I used to work as a delivery boy at my home town, and my best friend Teddy first told me that...

Marty: Erm, excuse me, I'm in a hurry, I have a lot of things to do this night.

Housekeeper: Why are they always in a hurry exactly by the moment I start telling them about Teddy? Very strange correlation... Very, very strange correlation indeed.

Option 4: Goodbye.

Answer: Goodnight, young guy.



There are several floors in the hotel, all of them look alike with perhaps some minor differences (may use the same background for all of them).

In order to find out Julia's room number, Marty calls the manager and pretends to be from a flower delivery service (there can be a phone booth somewhere in the city, for example, behind the diner), and asks the manager to meet him at the backdoor. As soon as the manager is distracted, you can look up Julia's room number. Also, pick up a BOTTLE OF INK from the table. Then Marty sneaks up on Julia's room and overhears her talking on the phone with somebody, who asks her to meet him in the Evergreen city park (the park icon appears on the map).

Evergreen park

Julia is there, sitting on a park bench, but Marty is too insecure to approach her. Leave and drive to Marty's flat.

Marty's flat



Give the landlord money from the envelope, and he would let Marty in. It is your ordinary lowlife small flat, with an empty fridge, leaking tap, etc., but also lots of pulp magazines and noir movie posters, and a strange-looking typewriter.

LOOK AT TYPEWRITER: "It is some sort of "mystical typewriter", which is claimed to deliver messages from otherworldly spirits. I've bought it from a shady guy, and it costed me my monthly salary"

Once inside, take a bottle of glue and a pincer from the table drawer. Sit on the couch and turn on TV. After a Looney Tunes-style intro, Marty's toon sidekick pops out of the TV. He gives him a rant on how miserable Marty's life had been before, and tells him that if he doesn't hurry to the park, Julia will be shot by the mobsters, and Marty will forever lose the chance to change his life. Then the typewriter starts typing on its own, producing a coded message (you have to solve some puzzle to decipher it, and you'll get an address of Mr. Wilde, an expert in occultism – icon appears on the map). Then hurry to the park.

Evergreen city park

Julia is about to be shot from a passing car, and Marty has to save her (2 variants):

- 1) There's a manhole cover on the street, and Marty should move it to make the bullets go ashtray;
- 2) There's a street vendor in the scene, and Marty can move him to block the view for the mobsters.

After he does it, they finally meet each other, but before she can explain anything, the goons return, hit Marty unconscious and kidnap Julia. Somewhere in the bushes Marty finds a club card, dropped by the mobsters (the club icon appears on the map).

The club



A creepy occult-themed club in the infernal/vampire-gothic style (a-la A Vampyre Story), it is a refuge of suspicious characters. It belongs to the wicked Countess von Ravenstain from Eastern Europe, who is rumored to have underworld/criminal connections.

You need a club card to get inside. You can find one in a trash can near the club, and you need a photo and club stamp. Use the pincer on Marty's secret agent ID to take off the photo, then attach it to the club card with glue. For the stamp, use the potato on the club's sign to make an appropriate shape, and then pour the ink on it.

Inside, there's an area with scene (maybe a piano), bar, and a dark staircase leading to the top floor, where the Countess' office is. You need to get there; however, if Marty tries to go upstairs, a vampire tomato attacks him in the dark (death screen). He need something to lighten up the dark (the flashlight is broken).

Louis DuMongue is standing at the bar (at this moment Marty doesn't know him, he is labeled as "unknown man"). There's also a depressed-looking elderly man, who is implied to be Jimmy Stickers, the disappeared music star. He would give Marty his lighter in exchange for the vinyl record.

At the bar, you can buy different cocktails: "Spooky Swamp Fizz" (green color), "Bloody Flip" (red), etc. Talk to the bartender and find out that Julia was a singer at the club, but left for reasons unknown. As you sit at the bar, you'll see the Shadow man on a stool next to you. There'll be a cutscene with him talking to Marty, then he'll mysteriously disappear.

After Marty gets to the office, he overhears the Countess' conversation with one of her henchmen, and learns that they are after a valuable book, and that some of them are hidden in an old city district (icon appears on the map). Marty decides to find the Book first and exchange it for Julia's life. He also learns that the Countess has a garden of mysterious flowers (polka-dotted roses) and produces drugs from them; "Emknird" may have been one of them.

Mr. Wilde's residence



An elderly man, he is reminiscent of Dr. Mort Cadaver from King's Quest 7. He resides in an old mansion, there are books, jars of ectoplasm, voodoo dolls and other stuff.

As Marty enters the room, the occult expert is there, examining a broken jar.

Occult expert (muttering to himself): Oh my, not now...

Marty: Umm... Hello?

Occult expert: Excuse me, I'm busy... Could you please come next Monday?

Marty: I have no time to waste, I've got a girl to save.

Occult expert: Well, you know, mister... by the way, what's your name?

Marty: Marty Martinson.

Occult expert: Yes, Mr. Martinson... I think I could give you some time if you brought me a lump of pink ectoplasm. I broke a jar, and it spilled out. I urgently need some more for one of my...experiments.

Marty: But where can I find it?

Occult expert: Well, I don't know... Find a pink ghost and scare him.

Marty: Uh... alright, I will try, Mr. Wilde.

Go back to the diner's kitchen, here you can find (or make) some jelly. Then you'll have to mix different cocktails from the bar to get the color pink, and color the jelly to make a lump of "pink ectoplasm". Bring it back to Mr. Wilde.

Occult expert: Thank you, Mr. Martinson, this saved me a trip to Haiti... So, what brought you to my place?

Marty: Would you believe me if I told you that some cartoon creatures sent me your address through a magical typewriter?

Occult expert: Oh my, seems like this all is happening again...

Marty: What do you mean?

Occult expert: You've read the Book, haven't you?

Marty: Actually, I'm looking for it.

Occult expert: In my life I've dealt with voodoo, ghosts, and even UFOs. But I would never deal with anything related to this goddamn book.

Marty: So, could you tell me what it is?

Occult expert: It is a horror story book written by a modern author. Unfortunately his first name escapes my mind, but his surname was Thornfield. He was a prominent novel writer, sort of modern-day Lovecraft. His only known major work was called "Nightmare in Maravilandia".

Marty: Is this just another Hay Necronomicon? I wonder why I've never heard about this, I'm really keen on that sort of stuff.

Occult expert: Many people don't know his name, because the book were made out of press: as it was claimed, because of plagiarism. But that wasn't the real reason.

Marty: What was the real reason?

Occult expert: Well, he was unlike most others. He explored kids' fears, like a maniac dentist or a monster under the bed. His stories were children's books against a Bosch background: legends, fairy stories, monsters, stereotyped characters, surface motivations with a child's casual cruelty. But what's more, somehow they managed to bring back that childlike state of blind faith in people.

One man was pretty sure there was something creepy lurking in his closet. And one old lady saw rabbits dancing in her garden. Yes, blue, green and pink rabbits!

Marty: Did you say monsters? I think I saw them too...

Occult expert: That's sad, this means you're going down the same ruinous path. It wasn't always so horrifying: sometimes, the cartoon creatures promised them to make all their dreams true, to take them away to Maravilandia. But in the end it was all the same. Many people who read this eventually lost their sense of reality and ended up in asylum. Others just disappeared.

(Show the bottle of "Emknird" to occult expert)

Marty: I think you're wrong, Mr. Wilde. I'm not insane, I just drank some weird stuff at a party. Maybe I'm having hallucinations because of this.

Occult expert: (takes the bottle) That's even funny, Mr. Martinson. Are you trying to convince me this all is happening to you because you drank too much lemonade?

Marty: This isn't lemonade, this is some booze which made my brain go awry.

Occult expert: You're telling me nonsense (takes a sip from the bottle).

Marty: No!

Occult expert: See? I'm not seeing any rabbits or monsters.

Marty (quietly): You probably will...

Occult expert: What did you say?

Marty: Oh, nothing.

Option 1: What is Maravilandia?

Occult expert: It is a fairytale land, filled with magical creatures. According to the book, it is a dimension parallel to human world, and there are doorways leading there. Many of his readers later claimed they could actually see or sense these doorways.

Option 2: What was this book like?

Occult expert: Thornfield was also an artist, so he illustrated his own stories. Nothing particular, stuff you'd usually see in a Saturday morning cartoon. Pirates and voodoo, trolls and talking animals, vampire tomatoes, evil clowns and much more. But yet there is something uncanny about these stories and pictures. Something that turned insane anyone who spent too much time reading it.

Option 3: Could I talk to Thornfield?

Occult expert: I'm afraid not. He just disappeared. On second thought, maybe he went insane... Or died under mysterious circumstances, I can't remember exactly. One thing is for sure, Mr. Martinson: he is in no condition for a conversation.

Option 4: Could you tell me more about this Thornfield?

Occult expert: He was living in New Misterio for quite a while, and it wasn't by coincidence. You know, Mr. Martinson, New Misterio is one of these places where the line between worlds is blurred. Rumor has it that these creatures are walking among us, disguised as human beings... Like I said, "Nightmare in Maravilandia" was made out of press, but it is rumored that there's a copy at his old house.

Marty: Where exactly did he live?

Occult expert: I'm not telling you, I don't want you involved in all this. I recommend that you stay at my place and have some rest, perhaps I will be able to help you.

Marty (if he overheard the Countess talking to her henchmen): Oh, I know: Flint street, 13.

Occult expert: Alright, it seems that you have been called upon, and what has to happen will happen. At least take this amulet. It will protect you from evil (hands Marty the silver amulet). Just one request: if you happen to find the Book, do your best to secure it. I would be reluctant to see it in the hands of people like Countess von Ravenstain.

Marty: How exactly is Countess von Ravenstain involved in all this?

Occult expert: Nobody knows for sure... She is of Eastern European ancestry, and I've heard that she practices black magic. This book is a very powerful magical instrument that can change reality, and if she gets her hands on it... The consequences could be hair-raising.

Marty: Hair-raising? What do you mean?

Occult expert: Oh, nevermind...

Option 5: Goodbye.

Occult expert: The best of luck to you, Mr. Martinson. Let the good spirits be with you.

Old city district



A dark alley with old shops, a closed café, and a barber shop with a neon sign “Swiney Ted’s” (a reference to Sweeney Todd). The barber would offer Marty a haircut, if you agree, he goes away for a few minutes. During this time, you have to put on the amulet. If you don’t, the barber returns in a werewolf form and kills Marty (It is followed by a Sierra-style death screen). If you do, the barber dies after trying to approach Marty. Then you can find a secret compartment in his shop, where the “Nightmare in Maravilandia” is hidden.

Final cutscene

As soon as Marty finds the book, he comes face to face with Jack.

Jack: Hey, bud!

Marty: Jack? What are you doing here?

Jack: Actually, I’ve been looking for you.

Marty: Me? Why?

Jack: The boss said he would fire you if you continue to play the wag. But I was worried about you, I thought there was something wrong.

Marty: To tell you the truth, Jack... I'm not sure anything like this matters anymore.

Jack: What? Marty, you don't look too well... Do you have health issues?

Marty: Maybe... The problem is, I no longer understand what is real and what isn't. Spies, mafia, ancient legends, monsters, toon creatures... I feel like a character in one of these postmodern novels... perhaps even one of my own stories.

Jack: How did it begin?

Marty: I believe this all started with this (takes out a bottle of "Emknird"). I took a sip of that booze, and then... I don't really know what to start with.

Jack: Wow Marty, seems like you're in real trouble. If I'm not mistaken, this is a new psychedelic drug which causes intense hallucinations and massive brain injuries. You're extremely lucky not to be in the loony bin by now. You need professional help, guess I could drive you to a specialist.

Marty: No need for that, I have a Caddy parked nearby.

Jack: You're still deluding, Marty. Let me help you, my car is just a couple of blocks away.

As they go, Jack suddenly hits Marty on the head.

Marty wakes up inside the Countess' office, in the club (it turns out that Jack was working for her).

Countess: Now, perhaps you would tell us who're you working for?

Marty: I think you got me confused with somebody. I'm not a writer or a secret agent, I'm just a diner employee.

Countess: Oh Mickey, you have been a nasty boy lately. You would make a nice fertilizer for my roses when we finish with you.

Marty: Sorry to disappoint you, my name is Marty. Marty Martinson.

Countess: Enough of this nonsense! Frank, take him to the factory!

We get a final shot of the "Mad Clown Inc." neon sign, which glows sinisterly against the night sky.

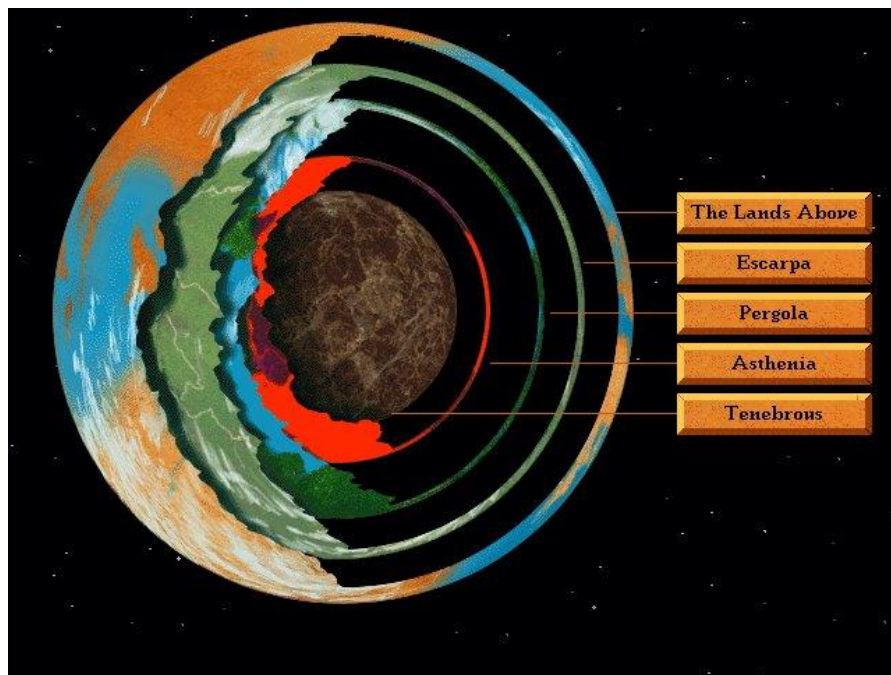
End of Act 1

Rough plot premise for Acts 2-4

Act 2

It begins with Marty waking up in a drug treatment clinic, with the occult expert taking the role of a doctor. He tells Marty that all of his adventures were delusionary, and Jack brought him there while he was wandering around the night city. However, Marty discovers that the “clinic” is actually inside the “Mad Clown Inc.”, which is revealed to be a secret laboratory. The interior is probably similar to Nefarious’ castle in Toonstruck, but with a more sci-fi feeling (robots, etc.) After a while, it is revealed that Louis is the one behind everything, including the mafia and the factory, and the creepy clown is his assistant. He needs Thornfield’s book to find Maravilandia (which is actually in the parallel universe), and plans to cross the border between worlds on a UFO-type vehicle disguised as a luxurious cruise ship, with Julia aboard. He is in love with her, and plans to make her his bride. Act 2 ends with Marty blowing up the factory and boarding the cruise ship.

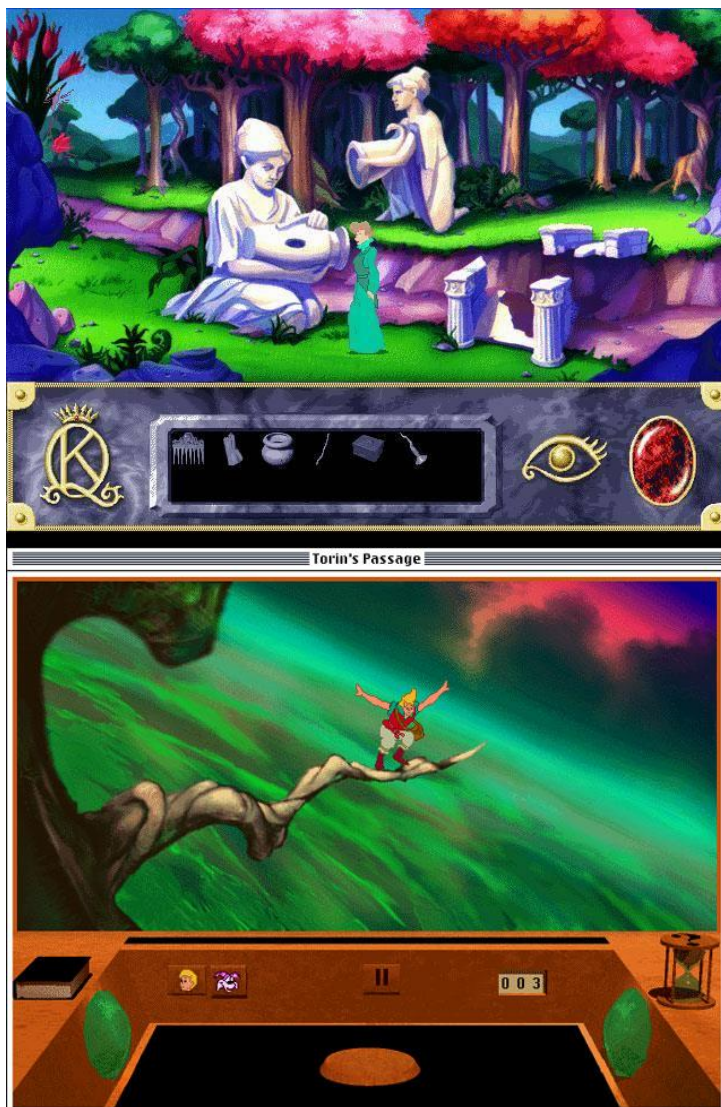
Act 3





This part follows Marty's adventures in Maravilandia, which is a fairytale-ish world reminiscent of Discworld 2, King's Quest 7 and Torin's Passage. It is a planet, like Strata, on the upper side of which the "good" creatures reside (like Cutopia from Toonstruck), and in its core is the "dark/evil" land (similar to Malevolands). Here you would meet some of the toon creatures from Act 1, as well as new ones (like a stoned skeleton, who owns an opium den, or a flying journalistic frog that works at a newspaper). It turns out there's a group of seven evil cartoon creatures, including the clown, the werewolf barber, Countess von Ravenstein (who is actually a

toon posing as human), a Frankenstein-like goon, and led by the Shadow man, who simply manipulated Louis for their own ends. The evil creatures feed on humans' dreams and emotions, which they collect in form of some cotton candy-like substance (like garmonbozia in Twin Peaks). Marty is revealed to be a sleeper human agent working for the "good" cartoon creatures, and his mission was to recover the book and destroy the Mad Clown Inc. (which he both did). Now, as a finishing part of his mission, he has to infiltrate the mysterious castle in the core of the planet to defeat the Shadow man, who is ultimately revealed as an "evil" double of Marty (similarly to the doppelgangers from the Black Lodge). It is hinted that the seven monsters are interchangeable with the Princes of Hell and the deadly sins (i.e. the Shadow Man/doppelganger representing Lucifer/Pride, the werewolf being the Satan/Wrath, the clown being Beelzebub/Gluttony, Minnie von Ravenstein being Mammon/Greed, etc.). Eventually, Marty is offered the choice to accept the crown of Maravilandia and let the monsters devour Louis DuMongue, or refuse the crown and save Louis.



Act 4

This part is intended to be in a more realistic, pseudo-photographic visual style. Marty suddenly wakes up, and is revealed to be a completely different person called Michael Thornfield.

All the monsters were his childhood fears (which also appeared in his dreams), and Whiskey was his favourite plush toy which was lost. He grew up reading “Weird Tales”, “The Illuminatus!” and other similar stuff. As a young adult, he started to write a creepy novel based on his childhood experiences, called “Nightmare in Maravilandia”. While writing the novel, he had to work as a clerk in a diner to earn a living, and lived in a cheap rented flat (therefore Marty was just an image of a younger Michael). The novel was a huge success among the fans of “weird” stuff, and Michael became relatively rich. He had a few séances with a psychoanalyst (who was the occult expert Mr. Wilde in Marty’s timeline) to get rid of his haunting dreams. Soon after that he received an invitation to a party hosted by Louis DuMongue, and got acquainted with him and his fiancée Julia Silverstone. Julia and Michael became enamored of each other, and had an affair behind Louis’ back. Later Louis found out about this, and humiliated Mike in public. Following that, Mike called Julia and asked to meet him in the Evergreen city park, but she didn’t come. He arranged a meeting with his publisher in “Croco’s Diner” to show him the draft of his second novel; however, the publisher didn’t like it (this mirrors the Mike/Shadow Man dialogue from Act 1). Meanwhile, Louis used his influence to cause a financial disaster for Mike. Michael had a writer's block and went broke. He had to sell his house and car and move in back to his old rented flat. Soon after that, Mike became delusional and performed an occult ritual to summon the monsters from his own book in order to eliminate Louis, bring back his fame and glory, as well as Julia’s love. While performing the ritual, he accidentally set his flat on fire, got poisoned by gas and was transferred to a hospital. The events of Acts 1-3 were (probably) hallucinations caused by gas poisoning, and Marty's quest for Maravilandia is a metaphor of a writer's search for inspiration. The eclectic mix of 1950s, 60s, 70s and 80s was due to Mike’s real-time memories mixing in with the ones from his childhood and the stories read by him (the real-life narrative takes place sometime in mid-1980s). Michael wakes up in a hospital, with recollections of both his real life and his adventures as Marty.

(an alternate variant: he simply returns to reality after a delusion; the “ritual/hospital” part may be omitted)

Good ending (if Marty chose to save Louis):

Michael is brought a mysterious parcel with no return address. He opens it to find Whiskey, his old plush toy. The doctors tell him that “a red-headed lady” asked to see him. He says that he remembers the bizarre dreams he had while being unconscious in great detail, and will write a new novel based on them. “This time the story will probably have a happy ending”.

“Good” credits roll.

Bad ending (if Marty chose to become the king of Maravilandia and let the monsters kill Louis):

Michael is told that he has to undergo one more medical procedure. A doctor and a nurse roll him on a gurney. Suddenly they remove their surgical masks, to reveal the clown and the

vampire lady. The world once again becomes cartoonish, and Michael turns into Marty, who is being wheeled through the corridors of the “Mad Clown Inc.”.

“Evil” credits roll.